

Appendix: Conversion Guidelines

Ultimately, the best way to start a campaign for the *Star Wars Roleplaying Game* is by generating new characters using the rules in the beginning of this book. This ensures that all characters are legal and balanced, taking full advantage of the existing rules.

However, we recognize that many players will want to transfer characters from previous iterations of the *Star Wars: The Roleplaying Game* (the West End Games version) into these new rules. The guidelines in this section are designed to help you convert characters from the West End Games version into characters appropriate to this game.

Throughout the process, remember that conversion from one game system to another is by definition an inexact science. Though the guidelines provide a foundation for conversion, they can't be exhaustive, nor are they perfect. You'll see a lot of vague references to approximation, estimates, and "starting points." You and your Gamemaster should work together to ensure the spirit of your character is preserved during the process, even if the numbers don't always add up the same.

Ability Scores

Start the conversion process by converting your character's attribute die codes into ability scores. To find the value of an ability score, first translate the attribute stat into an ability score using the Attribute Values table. For instance, a die code of 3D+1 becomes an ability score of 15.

Attribute Values

West End Games Attribute	Wizards of the Coast Ability
1D	8
1D+1	9
1D+2	10
2D	11
2D+1	12
2D+2	13
3D	14
3D+1	15
3D+2	16
4D	17
4D+1	18
4D+2	19
5D	20
5D+1	21
5D+2	22
+1 "pip"	+1

Next, find the corresponding attribute for each ability on the Attribute Equivalents table. For instance, the Strength ability corresponds exactly to the WEG Strength attribute, while a character's Intelligence is equal to the sum of his Knowledge and Technical attributes divided by 2.

Attribute Equivalents

Ability	WEG Attribute(s)
Strength	Strength
Dexterity	Dexterity
Constitution	Strength
Intelligence	(Knowledge + Technical)/2
Wisdom	(Perception + Technical)/2
Charisma	(Perception + Perception + Knowledge)/3

The WEG Attributes of Mechanical and Perception are special cases, in that high scores in these abilities also translate into skill ranks.

- ☞ For every pip of Mechanical above 3D, give the character one rank of Pilot.
- ☞ For every pip of Perception above 3D, give the character one rank of Spot or Listen. These ranks should be evenly divided between the two skills (if this results in a fraction, choose either Spot or Listen to receive an extra rank).

Species

This is easy. Assuming your hero's species is one of those found in Chapter 2: Species (or Chapter 14: Allies and Opponents), just use the same one. If it isn't, work with your GM to determine the species' special abilities.

Class

You'll need to select a class for your character. At this point, this is only a tentative choice. You may find that after converting your character's skills into skill points and feats that you change your mind, or even decide that your character is multiclassed. Don't be afraid to revisit this decision later in the process.

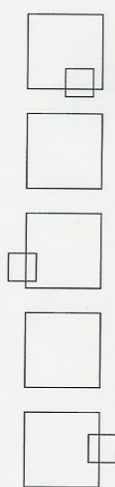
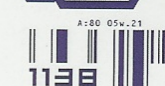
Skills and Feats

This is the tricky part of the conversion. It requires flexibility on the part of the player (and assistance from the Gamemaster). Simply put, there is no hard-and-fast system to convert a character's skill dice into skill ranks and feats.

Most WEG *Star Wars* skills have an equivalent skill in the new game. For instance, the *astrogation* skill becomes *Astrogate*. For these skills, assign your character one skill rank for every "pip" he or she has in the skill above the base attribute score. (A +1 is one pip; a +2 is two pips; a skill that is one die higher than the base attribute is worth three pips.)

As noted above, high scores in the Mechanical and Perception attributes grant the character skill ranks in Pilot, Spot, and/or Listen.

Some WEG skills make up part of a single new skill with a wider scope. For instance, the Repair skill includes all the various kinds of repair-oriented skills in the WEG *Star Wars* game—*armor repair*, *droid repair*, and so on. In this case, find the character's highest rank in any of the affiliated skills (using the one pip = one rank method outlined above). For every additional affiliated skill that is more than half this rank, add one-half that skill's ranks to the base skill (rounding fractions down). Diplomacy, Repair, Treat Injury, and Computer Use all fall into this category.





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Skill Equivalents

WEG Skill	New Skill	Feat
Absorb/Dissipate Energy		Dissipate Energy
Accelerate Another's Healing	Heal Another	
Accelerate Healing	Heal Self	
Affect Mind	Affect Mind	
Alien Species	Knowledge (alien species)	
Alter		Alter
Archaic Guns		Weapon Group Proficiency (primitive weapons)
Archaic Starship Piloting	Pilot	
Armor Repair	Repair	
Astrogation	Astrogate	
Bargain	Diplomacy	
Beast Riding	Ride	
Blaster		Weapon Group Proficiency (blaster pistols)
Blaster Artillery		Weapon Group Proficiency (heavy weapons)
Blaster Repair	Repair	
Bowcaster		Exotic Weapon Proficiency (bowcaster)
Bows		Weapon Group Proficiency (primitive weapons)
Brawling		Martial Artist
Brawling Parry	n/a	n/a
Bureaucracy	Profession (bureaucrat)	
Business	Profession (merchant)	
Capital Ship Gunnery		Starship Operation (capital ships)
Capital Ship Repair	Repair	
Capital Ship Shields		Starship Operation (capital ships)
Capital Ship Weapon Repair	Repair	
Capital Ship Piloting	Pilot	Starship Operation (capital ships)
Climbing/Jumping	Climb and Jump	
Command		
Communications	Computer Use	
Computer Programming/Repair	Computer Use and Repair	
Con	Bluff	
Concentration	n/a	n/a
Control		Control
Control Another's Disease	Heal Another	
Control Disease	Heal Self	
Control Another's Pain	Heal Another	
Control Pain	Heal Self	
Cultures	Knowledge (cultures)	
Demolition	Demolitions	
Detoxify Poison	Heal Self	
Dodge		n/a or Lightning Reflexes
Droid Programming	Computer Use	
Droid Repair	Repair	
Emptiness	n/a	n/a
Firearms		Weapon Group Proficiency (slugthrowers)
First Aid	Treat Injury	
Forgery	Forgery	
Gambling	Profession (gambler)	
Grenades		Weapon Group Proficiency (simple weapons)
Ground Vehicle Operation	Pilot	
Ground Vehicle Repair	Repair	
Hibernation Trance		Control
Hide	Hide	
Hover Vehicle Operation	Pilot	
Hover Vehicle Repair	Repair	
Injure/Kill	Force Grip	
Intimidation	Intimidate	
Investigation	Gather Information	
Languages	Speak Language	
Law Enforcement	Knowledge (law)	
Life Detection	See Force	
Life Sense	See Force	
Lifting	n/a	n/a
Lightsaber		Exotic Weapon Proficiency (lightsaber)
Lightsaber Combat	Battlemind	

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WEG Skill	New Skill	Feat
Magnify Senses	Enhance Senses	
Medicine	Treat Injury	
Melee Combat		Weapon Group Proficiency (simple weapons) Weapon Group Proficiency (vibro weapons)
Melee Parry	n/a	n/a
Missile Weapons		Weapon Group Proficiency (primitive weapons)
Persuasion	Diplomacy	
Pick Pocket	Sleight of Hand	
Place Another In Hibernation Trance	n/a	n/a
Planetary Systems	Knowledge (systems)	
Postcognition	Farseeing	
Powersuit Operation		Armor Proficiency (powered)
Projective Telepathy	Telepathy	
Receptive Telepathy	Telepathy	
Reduce Injury	Heal Self	
Remain Conscious	n/a	n/a
Repulsorlift Operation	Pilot	
Repulsorlift Repair	Repair	
Resist Stun	Heal Self	
Return Another to Consciousness	Heal Another	
Running		Run
Scanning Planets	Computer Use	
Search	Search and Spot	
Security	Disable Device	
Sense		Sense
Sense Force	See Force	
Sensors	Computer Use	
Sneak	Move Silently	
Space Transports	Pilot	Starship Operation (space transports)
Space Transports Repair	Repair	
Stamina		Endurance and/or Great Fortitude
Starfighter Gunnery		Starship Operation (starfighters)
Starfighter Piloting	Pilot	Starship Operation (starfighters)
Starfighter Repair	Repair	
Starfighter Shields		Starship Operation (starfighters)
Starfighter Weapon Repair	Repair	
Streetwise	Knowledge (streetwise)	
Survival	Survival	
Swimming	Swim	
Telekinesis	Move Object	
Thrown Weapons		Weapon Group Proficiency (simple weapons)
Transfer Force	Heal Another	
Value	Appraise	
Vehicle Blasters		Weapon Group Proficiency (vehicle weapons)
Walker Operation	Pilot	
Walker Repair	Repair	
Willpower		Iron Will

Example: Yurin Prefect has 3D in his Technical attribute. His skills include *droid repair* 4D, *ground vehicle repair* 5D+1, *repulsorlift repair* 3D+2, and *starfighter repair* 6D. If each of these were separate skills, he would have 3 ranks of *droid repair*, 7 ranks of *ground vehicle repair*, 2 ranks of *repulsorlift repair*, and 9 ranks of *starfighter repair*. Thus, his highest "rank" would come from *starfighter repair*; only *ground vehicle repair* is at least half as much. This character would have 12 ranks of Repair in the new game (9 from *starfighter repair* and 3 from *ground vehicle repair*).

A couple of WEG skills actually encompass more than one new skill. *Climbing/Jumping*, for instance, is now broken into two separate skills (Climb and Jump). In this case, you can either assign the same rank to both skills or you can divide the total skill ranks between the two skills (evenly or not). Whatever you choose, make sure your GM agrees.

The *languages* skill is a special case, since its equivalent

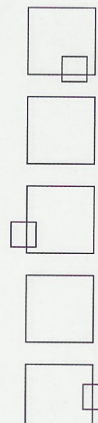
(*Speak Language*) doesn't actually use ranks. In this case, each pip in *languages* translates into 1 skill point you can spend on the *Speak Language* and *Read/Write Language* skills. Depending on your character's class, your hero can speak a language fluently for either 1 or 2 skill points.

A number of WEG skills translate more accurately into feats, as shown on the Skill Equivalents table. In this case, anyone with at least 1D (3 "pips") in the skill should probably have the feat listed. Remember that some classes will gain some of these feats for free, so some characters without any ranks in the skill may also end up with the feat. You don't have to take the recommended feat if you don't want to (or if you don't think it fits your character).

The combat-related WEG skills (particularly *blaster*, *dodge*, and *lightsaber*) can also give you a hint about your character's attack or Defense bonus and, by extension, his level. For instance, find your character's best attack skill

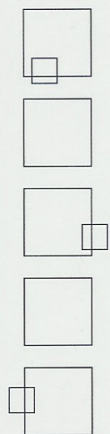


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(*blaster, bowcaster, lightsaber, brawling*, or whatever). For every pip of the skill (above the base attribute score), you can assume your character has approximately +1 to his attack bonus. Then, do the same for the *dodge skill*, converting it into a base Defense bonus. This isn't exact and almost certainly won't provide a final number—in fact, higher-level characters may have a much higher final attack or Defense bonus than is indicated by their skills—but it can give you a starting point.

You can either translate skill specializations into particular feats (such as Weapon Focus for specializations in a particular weapon) or fold them back into the main skill as skill ranks. (If you take the second option, fold them back at half the normal rate: two pips equal one rank.) Work with your GM to make sure this maintains the spirit of your character.

Finally, some skills simply don't work in the new game. *Lifting, melee parry*, and *emptiness* (for example) simply don't have an equivalent function, and can't be converted into anything in the new game.

It's even possible that you may find one or more skills in the new game (such as Listen) that don't have equivalents in the WEG game. With your GM's approval, you might want to put a few ranks in such skills, particularly if you find yourself with leftover skill points after the next step of the process.

Level

From the skill ranks and feats you've determined your character should have, you should be able to calculate your character's approximate level. It is imperative that you get your Gamemaster's feedback during this process. You'll want to ensure that characters with a similar amount of experience have similar levels.

First, check skill points. You've already determined what ranks your character should have: now translate those into skill points. This depends on the class choice you made earlier (and may end up altering that choice). For instance, every rank of Pilot costs a scoundrel 1 skill point, though it costs a Jedi consular 2 skill points (since it's a cross-class skill for Jedi consulars).

After you've determined the total number of skill points your character needs to recreate his current array of skills, subtract the bonus skill points he would have gained from a high Intelligence. (If your character's Intelligence is 11 or less, skip this step). The table describing Bonus Skill Points from Intelligence gives you a shortcut to determine this value. Then consult the proper column of the Skill Points by Class and Level table. Find the range this number falls into; this indicates what level your character would need to be to have those skill ranks.

You can use your character's feats to double-check this number. Simply determine how many feats your character has, and then figure out (from Chapter 3: Classes) what level he or she would need to be to have those feats. Remember that all classes gain at least one feat (if not a few) for free, and some have bonus feats depending on level.

Another method involves comparing the attack and Defense bonuses you determined when converting skills to the various classes' progression tables in Chapter 3: Classes.

In all three cases, changing your character's class (or making him a multiclass hero) can have a dramatic impact on the level you calculate with this process. Try a few

options to see which feels best, and which seems to best fit your vision of your character.

Ultimately, this process can only guide you to potentially appropriate results. It's entirely possible that two characters who have gone on the same missions might go through the conversion process and end up with radically different levels. It's even possible (in fact, it's almost inevitable) that two people might convert the same character and end up with different results. That's why the GM's involvement is so critical. In fact, the GM's word should overrule any guideline found in this section.

Bonus Skill Points from Intelligence

Level	Intelligence				
	12-13	14-15	16-17	18-19	20-21
1	4	8	12	16	20
2	5	10	15	20	25
3	6	12	18	24	30
4	7	14	21	28	35
5	8	16	24	32	40
6	9	18	27	36	45
7	10	20	30	40	50
8	11	22	33	44	55
9	12	24	36	48	60
10	13	26	39	52	65
11	14	28	42	56	70
12	15	30	45	60	75
13	16	32	48	64	80
14	17	34	51	68	85
15	18	36	54	72	90
16	19	38	57	76	95
17	20	40	60	80	100
18	21	42	63	84	105
19	22	44	66	88	110
20	23	46	69	92	115



Skill Points by Class and Level

Level	Soldier, Jedi Guardian	Fringer, Noble, Scout, Jedi consular, Force adept	Scoundrel
1	up to 16	up to 24	up to 32
2	17-20	25-30	33-40
3	21-24	31-36	41-48
4	25-28	37-42	49-56
5	29-32	43-48	57-64
6	33-36	49-54	65-72
7	37-40	55-60	73-80
8	41-44	61-66	81-88
9	45-48	67-72	89-96
10	49-52	73-78	97-104
11	53-56	79-84	105-112
12	57-60	85-90	113-120
13	61-64	91-96	121-128
14	65-68	97-102	129-136
15	69-72	103-108	137-144
16	73-76	109-114	145-152
17	77-80	115-120	153-160
18	81-84	121-126	161-168
19	85-88	127-132	169-176
20	89-92	133-138	177-184

Other Conversions

In addition to character conversions, you may wish to convert creatures, weapons, vehicles, and starships to the new system.

Creatures

Use the rules outlined above for characters. Estimate a level for converted creatures based on the examples of creatures in this book.

Weapons

For personal weapons, divide the weapon's maximum range by 10 (or by 5 for thrown weapons) to get the weapon's range increment. A weapon's damage depends on its WEG damage code and scale—see the Converting Weapon Damage table.

Converting Weapon Damage

WEG	Damage (by scale)				
Code	Character	Speeder	Walker	Starfighter	Capital
9D	6d8	9d8	9d10	9d10 × 2	9d10 × 5
8D	5d8	8d8	8d10	8d10 × 2	8d10 × 5
7D	4d8	7d8	7d10	7d10 × 2	7d10 × 5
6D	3d8	6d8	6d10	6d10 × 2	6d10 × 5
5D	5d4	5d8	5d10	5d10 × 2	5d10 × 5
4D	3d6	4d8	4d10	4d10 × 2	4d10 × 5
3D	2d6	3d8	3d10	3d10 × 2	3d10 × 5
2D	2d4	2d8	2d10	2d10 × 2	2d10 × 5
1D	1d4	1d8	1d10	1d10 × 2	1d10 × 5

Vehicles and Starships

Use the vehicle and starship descriptions in Chapters 10 and 11 as guidelines in converting other vehicles. In general, a capital ship's hull and shield points are equal to its dice rating × 100 (+30 per extra pip). A starfighter's hull and

shield points are equal to its dice × 30 (+10 per extra pip), a walker's are equal to its dice × 20 (+6 per extra pip), and a speeder's are equal to its dice × 10 (+3 per extra pip).



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